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Frequently Asked Questions (FAQs)
IMS CharacterGenerator Studio MX v2.5
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IMS CharacterGenerator MX Pro FAQ
Changes/Bug Fixes, and FAQs for version MX 2.5:

- 1) Memory issues associated with MX 2004 have been addressed and fixed.
- 2) IMS data files are now stored as images in the cast and as PNG files when linked for streaming. This results in data files that are up to 20x smaller for streaming. A provision for using legacy TEXT data files has been included for backwards compatibility.
- 3) IMS mouth morphing is much smoother. There was a jitter bug that was discovered and fixed.
- 4) The background member now works more efficiently. Set the name of the image cast member you want to use as the background behind your character in the IMS Player behavior. It will be automatically scaled to fit the sprite rect.
- 5) Tool Xtra window garbage collection now cleans up the WindowList correctly and purges the Tool Xtra from memory when closed.
- 6) API changes:
 - a. setIMSTime(newTime, aSprite) has been added to allow you to "jump" to a specific point within an audio file. This allows for more traditional slider bar interfacing to the character animation.
 - b. All of the functions now have a sprite number parameter to allow for multiple characters to be on the stage at the same time. If the sprite value is void, the function targets all sprites.
- 7) Full API:

-- audio cueing

addIMSQueue(imsFileName, aSprite) -- param stringURL, integer
deleteIMSQueue(imsFileName, aSprite) -- param stringURL, integer
clearIMSQueue(aSprite) -- param integer
getIMSQueue(aSprite) -- returns list of queued audio
playNextIMSQueue(aSprite) -- param integer

-- play, pause, stop

getIMSDuration(aSprite) -- returns integer of the duration of the playing audio
setIMSTime(newTime, aSprite) -- param integer, integer
startIMSPlayback(imsFileName, aSprite) -- param stringURL, integer
pauseIMSPlayBack(aSprite) -- param integer
stopIMSPlayback(aSprite) -- param integer

-- adjustments

setIMSTimingOffset(offsetMsec, aSprite) -- param integer, integer
setMouthExageration(exagerationAmount, aSprite) -- param float -- 1.0 for normal mouth
checkIMSPlayback(aSprite) -- param integer -- returns symbol #play, #pause, #stop
isIMSPlayerReady(aSprite) -- param integer-- returns boolean the ready state of the player

-- environment

setIMSBackground(image, aSprite) -- param member("name") or imageObject, integer
setIMSPIPrect(aRect, aSprite) -- param rect, integer – if the rect is smaller than the sprite rect, it makes it create a picture in picture effect

8) **IMS3D FREQUENTLY ASKED QUESTIONS**

QUESTION: When I publish to Shockwave, I get a script error when playing an embedded audio file, what is causing this?

SOLUTION: What is happening is that your Shockwave compression setting in the Publish options has to be set to no compression or 100% quality, standard compression or the compression setting for the ims data image cast member is set to less than 100% quality. The compression setting is modifying the color values of the image that serves as the data compression algorithm. This does not happen if the audio and data are saved externally.

QUESTION: When I save my file as a projector .exe everything works fine until I try to play an audio file. No error, and no sound is played, what is the cause?

SOLUTION: You have to manually add the PNG Import Export.x32 and Mix Services.x32 to your Xtras list of the Projector exe. If using on the web, set the Xtras for the .dcr file as "download if needed."

QUESTION: How do I play an audio file once I have published it?

SOLUTION: There are two ways:

```
startIMSPlayback(the pathName & "misc.wav")
```

or

```
addIMSQueue(the pathName & "misc.wav")  
playNextIMSQueue()
```

QUESTION: How do I set the path for an external audio file?

SOLUTION: Use the "@/misc.wav" notation for the URL to the file (local or http://) --
startIMSPlayback("@/misc.wav")

QUESTION: How do I know when a sound starts and ends?

SOLUTION: There are a set of event catchers that tell you when a sound starts and ends (built in
are the externalEvent scripts to send messages to the browser, as well):

```

---- on IMSStart is generated when a voice synchronized
---- animation starts

on IMSStart imsSprite, imsFileName
    --put "started" && imsFileName
    -- add your code here to use this event
    sendExternalEvent("IMSstarted", [imsFileName])
end

---- on IMSEnd is generated when a voice synchronized
---- animation ends

on IMSEnd imsSprite, imsFileName
    --put "ended" && imsFileName
    -- add your code here to use this event
    sendExternalEvent("IMSEnded", [imsFileName])
end

on sendExternalEvent eventName, parameterList
    -- generate parameter string for web page event

    params = ""
    ctr = 0

    repeat with parameter in parameterList
        ctr = ctr + 1

        put "'" & parameter & "'" into item ctr of
params
    end repeat

    eventString = eventName & "(" & params & ")"

    externalEvent(eventString)    -- sends data out to
the host

                                -- application (ie. the
                                browser)
end
```